

INTERACTIVE GAMING SYSTEM FOR BROADCAST EVENTS

Abstract

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An interactive gaming and audiovisual transmission system relates to a central gaming computer means for processing gaming data, and a receiver/decoder for receiving broadcast audiovisual data relating to a broadcast event, and for receiving from the central gaming computer means gaming data relating to the broadcast event. The receiver/decoder relates to a subscription card reading device for interacting with a user's subscription card for providing user access to a broadcast event, a bank card reading device for interacting with a user's bank card to read data stored thereon; and a modem device for communicating data read from the user's bank card to a communication server connected to a bank server holding the user's bank account for transferring in response to the data credit from the user's bank account to a gaming account at the central gaming computer means in order to permit gaming in relation to the broadcast event.